

Next War: Korea Amphibious Assault Example

The following is an example of how to conduct an amphibious assault. The example assumes that the Allies control both the At Sea and In Shore Box of the Sea Zone and the DPRK chose Winter for the season [GSR4.2]. The example dispenses with all other non-essential steps, phases, and segments in the Sequence of Play and covers only the relevant portions of the Initiative Movement Segment, Exploitation Movement Segment, and Exploitation Combat Segment.

The Allies have determined that they have gathered enough strength to conduct an attack in the DPRK rear. The image below shows the Allied forces in their current positions at the beginning of a turn as well as the defenders situated near the target hex. There are two USN AMPHs in the Japan Holding Box. One of the AMPHs is loaded with 4 USMC battalions, 1 LAR battalion and I MEF HQ. The other AMPH is loaded with 4 USMC battalions, a LAR battalion, and an Armored battalion. In addition, each AMPH carries an AH-1Z. In Pohang, a ROC AMPH is loaded with a ROC Marine division. In addition, there are two CVBGs available to provide landing support.



In the Initiative Movement Segment, the USN and ROC naval units enter the East Sea In Shore Box. Note that, per 8.5.8, Amphibious Assaults must be conducted from the In Shore Box. Therefore, the AMPHs can't simply move directly to an all-sea hex adjacent to a Beach hex [8.3.1.7]. The situation is now as shown below.



In the Exploitation Movement Segment, the Allied naval units take up their positions prior to conducting the actual Amphibious Assault. The ROC Marines will land just outside of Wonsan to cut off the DPRK Xth Corps from attempting to reinforce and also to assist in defending the primary landing site (which will contain the Beachhead). The USMC will land in the adjacent Beach hexes just a little further down the coast. Note that Winter turns the Marsh hex in 4006 into Flat terrain. The USN CVBGs position themselves to provide combat support to the landings.



In the Exploitation Combat Segment, the Allies conduct combat against the defending forces occupying the intended Amphibious Assault hexes. If no enemy units had been present in the hex, the assaulting units could've simply Advanced After Combat into the empty hex(es). As it is, the Allies bring in F-18s from their carriers, and the ROCAF flies some F-15Ks in support of the landings. Combined with the combat support provided by naval gunfire and the AH-1Zs flying off the AMPHs, the Allies, in all cases, maximize their DRMs to the -6 limit. Rolling for the combat, even at relatively low odds with the two left shift for Exploitation Combat [9.5.3] and the one left shift for Amphibious Assault [9.5.5], the DRM

helps the Allies land with minimal loss (the single USMC battalion marked as "Moved") while inflicting a step loss on each defending division and forcing them all to retreat. The Allies decide to place the Beachhead marker in the northernmost landing hex on the USMC landing site.



The stage is now set for the DPRK to attempt to counterattack the landing with the forces present and any others which might happen to be within movement range. The Allies, however, have established a strong foothold just outside of Wonsan which will be difficult to dislodge without the redirection of quite a bit of combat power from the attacks in the south.